JOHN BEARDWOOD

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OBJECTIVE

Current Systems Administrator seeking an entry level Software Engineering position. Passionate about problem solving and rapidly adaptable to unfamiliar technologies and circumstances. Proficient in various programming languages with a strong understanding of object oriented design. Highly values creativity and collaboration in the design process. Lifelong multi-instrumentalist with ample experience performing and engineering. Other interests include art, games (video or otherwise), and skateboarding.

SKILLS & ABILITIES

JavaScript/React/Node OpenGL/WebGL	C/Python/Java Github/Version Control	HTML/CSS Windows/UNIX	Networking/Wireless Tower Climb Certified

EXPERIENCE

Jan 2020 - Present

Systems Administrator / Infrastructure Operations, *Cruzio Internet*
- Maintained and expanded a production level network consisting of thousands of customers spread across multiple counties.
- Worked with a team to plan and construct new wireless infrastructure sites across Santa Cruz county which will enable hundreds of new customers to be served with internet connectivity.
- Configured networking equipment using Winbox/RouterOS to serve individual sites as well as integrate them into the greater Cruzio network.
- Responded promptly to emergency notifications in order to quickly diagnose and repair emerging network issues such as power outages and web server issues.

Aug 2019 - January 2020

Technical Support Representative, *Cruzio Internet*
- Worked with customers over the phone to diagnose and resolve internet, email, and web hosting issues.
- Utilized knowledge of related technologies to create and enact effective troubleshooting strategies.
- Used de-escalation tactics and conversational skills to turn negative customer interactions into positive ones.
- Attained working knowledge of DSL, Networking, Wireless PtP/PtMP, and Fiber optic technologies.

PROJECTS

Winter 2017

Music Theory Keyboard, *Website,* *Group Project*
- Created an aesthetically pleasing and interactive website to teach music theory.
- Utilized Web2Py as a backend, JS for logic, HTML/CSS for styling, Github, and Scrum for group organization.
- Designed lessons that introduced concepts in a logical progression as well as directly tested the users' understanding.
- Taught music theory concepts to group members who were unfamiliar.

Fall 2016

Surface of Rotation Renderer, *Graphics project*
- Created a program using JS and WebGL to create and render multiple objects.
- Generated a surface of rotation using a user-drawn line. This line is rotated around an axis to create a vase-like object with that line as its profile.
- Created shaders which applied various lighting styles, perspectives, and texture mappings.
- Applied linear algebra concepts to perform transformations (scaling, rotation, etc.).

EDUCATION

2015-2018

University of California, Santa Cruz

Bachelor of Science in Computer Science

Bachelor of Arts in Music

GPA: 3.56